

Discipline	Instruction Modules	Lessons	Games	Simulations	Activities	Journal	Quizzes
Life Science	11	17	10	1	12	12	11
GRADE 3	2	4	2	0	1	1	2
Introduction to Life Science	2	4	2	0	1	1	2
GRADE 4	4	4	4	0	4	4	4
Environments	4	4	4	0	4	4	4
GRADE 5	5	9	4	1	7	7	5
Life on Earth	1	1	0	1	2	2	1
The Human Body	1	3	1	0	1	1	1
Plant and Animal Biology	3	5	3	0	4	4	3
Earth and Space Science	17	27	15	3	15	15	17
GRADE 3	4	6	3	0	3	3	4
Astronomy	2	3	1	0	1	1	2
Earth Systems and Cycles	1	2	1	0	1	1	1
Introduction to Geology	1	1	1	0	1	1	1
GRADE 4	5	7	5	0	5	5	5
The Solar System	1	2	1	0	1	1	1
Geology and Geological Processes	2	3	2	0	2	2	2
Weather	1	2	1	0	1	1	1
Natural Resources	1	0	1	0	1	1	1
GRADE 5	8	14	7	3	7	7	8
Composition of the Solar System	1	3	1	1	1	1	1
Formation of Geological Resources and Landforms	2	3	1	1	1	1	2
Meteorology	1	2	1	0	1	1	1
Oceanography	1	1	1	0	1	1	1
Earth's Water Supply	1	2	1	1	1	1	1
Natural Resources: Renewable, Non-renewable, and Inexhaustible	1	1	1	0	1	1	1
A History of Life on Earth	1	2	1	0	1	1	1
Physical Science	15	25	15	1	16	16	15
GRADE 3	6	7	5	1	5	5	6
Energy	1	1	1	0	1	1	1
Force: Pushes and Pulls	1	1	1	0	1	1	1
Introduction to Light	1	1	1	0	1	1	1
Matter	2	3	1	0	1	1	2
Introduction to Simple Machines	1	1	1	1	1	1	1
GRADE 4	6	10	6	0	7	7	6
Electricity	1	3	1	0	2	2	1
Types of Energy	1	1	1	0	1	1	1
Light Energy	1	2	1	0	1	1	1
Magnetism	1	1	1	0	1	1	1
States of Matter	1	2	1	0	1	1	1
Introduction to Sound	1	1	1	0	1	1	1
GRADE 5	3	8	4	0	4	4	3
Chemistry and Matter	1	4	2	0	1	1	1
Energy From the Sun and Other Sources	1	2	1	0	1	1	1
Electromagnetic Spectrum	1	2	1	0	2	2	1
Total Curriculum Items	43	69	40	5	43	43	43

Aha!Science is a standards-aligned, Web-delivered supplemental science curriculum for grades 3-5. This Product Summary (see reverse side) provides an at-a-glance look at all the Aha!Science curriculum units. These units offer broad coverage of Life Science, Earth and Space, and Physical Science for each grade, and include Instruction Modules, Lessons, Games, Simulations, Activities, Journaling and Quizzes.

Instruction Modules

Instruction Modules, designed for whole-class use, provide explicit instruction, first introducing the instructional concept, then breaking it down into smaller components. They incorporate animation, graphics, and vocabulary development. Teachers introduce interactivity by pausing the instruction at any point to ask questions, jump between granular units of instruction, explore student understanding, and engage students in discussion.

Lessons

Lessons, designed for use by students individually or in small groups, target key science concepts introduced in the related Instruction Module, exploring these topics in greater depth. Lessons average four minutes, then are directly followed by opportunities for students to practice their learning. Digital coaches deliver instruction, explicitly state the learning objective, and provide immediate feedback for both correct and incorrect answers.

Games

Instructional Games provide formative feedback, consistent encouragement and direction. Students apply conceptual understanding and use problem-solving skills, or process standards combined with content standards, to successfully play the game. Increasing levels of difficulty require greater knowledge with each level. Data is saved for reporting on student, group, school or district.

Journal

The Journal option lets students reflect and explore their learning through prompts. They demonstrate their understanding of the scientific method through reflection, including observation, analysis, and process summarization. This tool creates strong integration of technology as well as a platform for cross-curricular connections.

Simulations

These animated, interactive curriculum items provide virtual science experiments. Engaging, digital interactions and explorations illustrate fundamental science concepts, integrate process, and strengthen conceptual understanding through application.

Activities

These printable PDFs provide teachers with experiments, projects, and teacher-led explorations to use with whole classes, increasing hands-on instruction and inquiry-based learning. Extension ideas encourage students to bring science learning home and into their communities, as well as Journal prompts to build connections between experimentation, exploration, and analysis.

Quizzes

Quizzes are instructional tools with an evaluative purpose that provide teachers with insight into student mastery of concepts. Aha!Science Quizzes also give students practice at retrieving information to enhance their recall, provide a self-checking option, and improve their performance on tests. Students get immediate “correct” or “incorrect” responses and can review their answers to see the correct answers once they complete the Quiz.